

In the Specification:

Please replace paragraph [0003] with new paragraph [0003], shown below.

[0003] United States Patent Application No. 10/XXXX,XXX 10/706,515 by Fei Lu, et al., entitled "Dynamically Generated Wrapper", filed on XXX,XX November 12, 2003 Attorney Docket No. BEA-1339US2, currently pending; and

Please replace paragraph [0004] with new paragraph [0004], shown below.

[0004] United States Patent Application No. 10/XXXX,XXX 10/712,384, by William John Gallagher, entitled "Dynamic Code Generation Method", filed on XXX XX November 12, 2003, Attorney Docket No. BEA1316US3, currently pending.

Please replace paragraphs [0014] – [0015] with new paragraphs [0014] – [0015], shown below.

[0014] In one embodiment, the Java based automatic program code generator may be used to generate code for any type of Java program. The invention is especially useful when used to build efficient adapters and proxies. Applications of the Java automatic code generator include but are not limited to ~~Remote Method Invocation (RMI)~~ skeletons, RMI stubs, wrappers for Java Database Connectivity (JDBC) connections, and proxies used to enforce call-by-value semantics between Enterprise Java Beans (EJBs), the latter of which are applied to copying parameters. Typically, the code implementing a proxy or adaptor is dynamically generated when the code is needed, such as when a remote method is invoked on a resource. However, the dynamic code generation of the present invention may occur at any time depending on the particular application and resource available.

[0015] An Application Programming Interface (API) may be used to define a method or code in the method that will comprise the class file container object. FIG. 1 illustrates a method 100 for automatically generating program code in accordance with one embodiment of the present invention. Method 100 begins with start step 105. Next, a class file container object is created in step 110. The class file container object is a representation of a class file. In one embodiment, creating a class file container object includes setting attributes for the class file. The attributes may include the class file name, parent super class, and other attributes.